

DAINGERBOLLS

The Official Source
for GameShark Codes™

GameSharkCodes GameReviews GameTips Merchant Marina



codeboy's rant

I have a strong dislike for turn-off robots as opposed to those friends who enjoy them. It's the only time you can get through to your wallet company, and conceivably it seems to be the only time they're not calling you on a daily basis to try and sell you some form of insurance against flaring chimp or ludicrous carbon footprints. Not even a courtesy call to warn me up for an "Energy Saver" payment plan (wherein all I need do is pay them all of my credit card numbers, Social Security number, and a DNA sample, and in two years my debt will have matured to the point of value in his ridiculous servitude, and will have also ruined out all of my credit cards, which in no way may be failed to the power company (Clause 4: Paragraph 14) \$44 no answer just that lovely little line that says, "You'll never get through, no matter how hard you try. Oh yeah, we know where you live too, foolcuber. Heh, they might be upset if I tell in a fake gas leak, but at least then I could pay them instead of continuing



"HMMM...HACKING SENSES TINGLING"

on with the lightning round of Let's Make A Deal: The Middle Ages Tournament.

Okay, I'm clear. At next month, they must have mistakenly put the phone back on the hook suckers. Oh yeah, I'd was a blast. I'm sure you've had your fill of magazine reports on this show but I'll give you my run down just in case "Deamcoed" by Le was the biggest surprise of the show. What little they had for the Japanese release didn't do much for a stone base, but the titles that I saw for the US debut looked incredible. So far, the first party football title was so debased you could see the stitching on the ball, the type of turf and even the players' expressions. The new ones eyes follow the ball as the quarterback weaves from the hit.

the sound down you'll finally be able to play one of the best party games ever. Though unfortunate, Spideeman seemed to run much like last years sleeper hit Tenchu. Lots of smooth motion and steady moves, with classic enemies that'll remind you of those old Spideeman cartoons of the 70s. And finally the artists dropped the steroid look and have Spidey looking like a long teenager once again. Then there was the Fox loads. Fluster Of The Apes! Phee what they had on the monitor it appears to be using something like the Quake engine, but sadly in third person. So early at this point to make any judgment on the title but Apes fans will finally have something closer than Apes after more than two decades. And where there's a game license.

-CodeBoy

Dangerous Designs

If you missed issue #18, you probably noticed that we're running an art contest. We've reposted the contest dates to allow you accused gamers enough time to get us your game related artwork. All entries must be received by 3/31/05 to be entered into the drawing for issue #20. Again, the rules are simple—just send your original,

game related artwork to the address on the back cover and entitle it, "Dangerous Designs #20". One winner will be chosen, who will receive one instant DoDline through the mail. The contest is ongoing throughout the year, so get busy. Thank you Dave brought #20!

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GameTips & Tricks

Conquer worlds. Regain strength. Subdue the enemy.

Oddworld: Abe's Exoddus

Invincibility: Press and hold R1 during gameplay and the press: Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X. If your enemies don't kill you, you will know you entered the code correctly.

Level Select: Go to the Main Menu and while holding down R1 press: Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right. Upon entering the code correctly, the menu will pop up automatically.

Game Glitches: Again at the Main Menu while holding down R1 press: Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right. Upon entering the code correctly, the menu will pop up automatically.

Syphon Filter

Weaker Opponents:

Pause the game and enter the Map option. Press Right + L2 + R1 + X. If you hear a laugh, you have entered the code correctly.



Mailbox

The Voice of Gamers' Paradise

YOU ROCK! GIVE US CODES! GIVE US CODES!

—GRABBE
Online

There should be plenty of codes in this issue to fulfill your request.

—Kato

About two months ago, I finally experienced what it was like to play a PlayStation game with a GameShark. I absolutely loved it! So after I returned it to the neighbor (six months later), I realized that I just could not live without one! So, I went over to Electronics Boutique with the intention of finding a GameShark. By that time, I saw this incredible machine called GameShark Pro. So I bought it, and I absolutely love it!

—Dant
Online

Remind me not to let you borrow anything of mine. I might forget I owned it in the first place.

—Kato

Get a GameShark? Well, let me tell you how you can get yours. Go to: Dangerous Waters Mailbox, 1000 McCormick Road, Hunt Valley, MD 20884 • email: codetips@dangerouswaters.com

Kato's Game Reviews

An unbiased look at what's hot and what's not.

R4 RIDE RACER TYPE 4

Title: R4 - Ride Racer
Type: 4
Developer: Namco
Format: CD

of Players: 1-4
Difficulty: Moderate
Available: Now

I must admit that I was not a fan of the Ride Racer™ series, but after playing R4™, I have completely changed my view. Although it may not be graphically impressive, R4 has it where it counts.

The control is excellent. Depending on the maneuver of the vehicle, your car will either grip or drift through turns. You want as much control as you can get so your car will follow the proper path through the turn. I found that the drift cars were easier to handle, but that is just my opinion.



Perfect control that lets you drift the better way.



Not all of our CD games come with 10 discs.

In Grand Prix mode (or story mode depending on how you look at it), your car upgrades depend on the team you join, your car manufacturer, and your performance during the races. With over 200 cars to be had, many options are open to you.

One minor problem is that the tracks can get repetitive. The courses do change visually, but there are only a few different routes available on each track. After racing in the Grand Prix mode a couple times, the tracks get old.

Even though this is probably the best race that has come out on the market recently, Gametraining pushed the envelope so far it still remains to be seen whether or not any other game companies can catch up. And, with Gametraining's 2 and Over™, I mean.

On the horizon, there can only get better for racing fans. —CJ

editor's note

At last, it has arrived. Fresh and hot off the press is Dangerous Waters '99! Can you still smell the ink when you CAN YELL? Well,

maybe not "hot" off the press. Most likely this issue is like as usual, not unlike all of our past issues. I really don't know who to blame for the tediousness, so I nominate Godwin as this issue's scapegoat. This tediousness seems to be an ongoing, darn I say PROBLEM! Well, this is the last show. I vow from this issue on, that Dangerous Waters will be on time and without Spellingspelling mistakes. Ok, you got me, the only thing I can really guarantee is the spelling/grammatical errors part. The timeliness of the magazine is never guaranteed. Now that I think about it, the only thing guaranteed is the fact that you will get an issue, spelling and grammar is not necessarily guaranteed.



Don't let the editor intimidate you. Trust me, she's not who you think she is.

By now I am sure all of you have a GameShark™ Pro (in stores now) and are hacking your pants off. Go now to check out Infinite's new Hackery discussion board on www.gametraining.com. Just click on the Hackery link if you have questions, comments or tips on hacking. The discussion board has it all for aspiring hackers or seasoned veterans. Heck, don't just go to the Hackery section—check out the entire site. We have completely revamped our website. Codeflick is still there sitting away, only his words are whines and not ballbats.

Thank you for your time, and be sure to ABUSE THE POWER!

Don't fall into the trap of the editor's note.

Don't Ultramar, II



The i-Files

An In-Depth Look At New Devices From InterAct

Concept 4 Takes The Checkered Flag

Enter a new dimension with InterAct's latest racing wheel.

On the starting line and ready to take your racing sim experience to a "new dimension" is the Concept 4™ Racing Wheel. InterAct's latest racing wheel, and the most realistic one ever made.




What takes the Concept 4 to the front of the pack is its number of realistic features. There are Formula 1 style metal shift levers, a rubberized steering wheel and realistic feel to the foot pedals. The metal shift lever shifts from high to low gear while the rubber-coated steering wheel provides more grip and control than traditional plastic steering wheels. The completely redesigned foot pedal unit allows you to better control your speed and braking, so you can drift through winding turns and zip right back into the action on the straightaways. All of these features combined

help to complement gameplay in the more advanced racing sims such as Ridge Racer 4 and Gran Turismo.

In addition to all of the awesome realistic features, InterAct has incorporated its trademark built-in vibration feedback into the Concept 4, allowing you to feel the thrill of wiping out at top speed or racing over rough terrain. Concept 4 is also completely adjustable, with the option to custom drape the control pad layout of your choice with its exclusive Button Allocation Function. You can assign a complex button sequence to a single button, keeping your stress level down and your mind focused on blowing by the competition.

Not only is Concept 4 the most realistic wheel out there, it's the only one to give you the

power to create your own, custom-made driving experiences. If you're ready to enter a new dimension of racing, grab the legs and get behind the wheel of the Concept 4! 



The Concept 4 is the most realistic racing wheel ever made.

Hackers Heaven

Learn How To Hack Like A Pro, From The Pros

Howdy GameShark codes used to be a garnish down, but now it has become a really with InterAct's new GameShark™ Pro. The following is a demonstration of "How to Hack Like A Pro" by Bryan Black of InterAct Accessories and GSCCC.

Using CodeRunner 64M for the Nintendo™ 64, I will teach each and every one of you to hack just like me. First, I made sure the N64 is set up properly. In order to hack codes, you need the 4-Meg RAM Expansion Pak to enable the Code Generator inside the GameShark Pro. Now I am ready to hack!

Decide what code you want to hack first. Infinite Health sounds good. Turn on the system with the GameShark Pro inserted. Turn the Code Generator option ON. WOW! This version boots a lot faster than the older GameSharks. At this point, the game will begin to load. Once inside the gameplay, notice that the health bar is full. Step number one is to press the GS Button (The button on the GameShark). It will take you to the In Game Menu. Go to the Code Generator option and press "A". Your health meter does not have a number to go along with it, therefore the wise guys looking for a Unknown. Choose Unknown Value Search with the A button. Doing so brings up a sub-menu

Now, start the search by selecting the "Start" from the sub-menu with the A button. This takes a short time and the meter increases as searching the systems RAM (Random Access Memory) progresses. Now, you need to modify the health bar in some way. Press the Start button and it



will take you back into the game. Continue to go through the level until you are attacked and the health bar decreases. Upon this occurrence, press the GS button again. The health bar has gone down since the last time you searched,

therefore you want to select "Less Than Last". This will search for any values less than the Last search you performed. At this point there are 140,269 code possibilities remaining. OUCH! Do not let this discourage you, this is what hacking is all about!

As expected, you need to narrow down this lot of possible codes to find our INFINITE HEALTH code. So your next step would be to go back into the gameplay by pressing the Start button. Allow your character to get attacked again. Press the GS button and select "Less Than Last" option, again. The amount of possible codes is still very high and we need to narrow down the list yet again. The easiest way to do this is to use an "Equal To Last" search. At this point press START and go back into the gameplay. Without losing any health, press the GS button to get back to the Unknown Value Search menu. Run the "Equal To Last" search by pressing the A button on that option. You should now have around 2500 possibilities. That amount is still not plausible to search through. Repeat the "Less Than Last" search 3-6 more times. Now, your possibilities should be around a reasonable amount to work with (around 64 possibilities).

(HEAVEN) (continued page 7)



Merchant Marina

Your direct source for the hottest gaming accessories.



V-Mem Virtual Memory Card System

Quite clearly "The Most Advanced PlayStation® Memory Card" the V-Mem Virtual Memory Card System 02200, SRP \$29.99 has the power to safely store up to 40 memory cards worth of data. It's like having a hard drive for your PlayStation! Store hundreds of your favorite game saves in "virtual memory" and view them all at the touch of a button with V-Mem's Memory Card Manager.



MultiPlayer Accessory Pack

Maximize the fun in your multiplayer games with the MultiPlayer™ Accessory Pack 01250, SRP \$29.99. Each pack includes one MultiPlayer™ Adapter (with four controller ports) and three GamePods™, each with eight fire buttons and a joystick. That's everything you need to enjoy your favorite sports, fighting, and adventure games.



GameShark Pro

Completely updated and revised, GameShark™ Pro (PS4 SW300, SRP \$49.99; PSX SW304, SRP \$49.99) is the ultimate video game enhancer. Don't wait for codes anymore, hack your own with GameShark Pro's built-in code generator. Enjoy discovering new levels with hundreds of preloaded game codes for all the hottest games. Even unlock hidden video clip music sequences and more!



Piranha Pad

For serious PlayStation games, the PiranhaPad™ (SW303, SRP \$29.99) offers maximum control in gameplay. Powered by Sony, the PiranhaPad features eight fire buttons, turbo-fire, easy grip handles, and an extra long cord.



DexDrive

2007's "PlayStation of the Year"™ The DexDrive™ (PS4 SW303, SRP \$29.99; PSX SW304, SRP \$29.99) is a revolutionary device that allows you to enjoy games saved from a standard Nintendo 64™ or PlayStation™ memory card to the hard drive of PC. From there, game saves can be saved to a disk or CD or even emailed to other gamers around the world. Download characters and codes from the internet or post your own custom characters to show the gaming world your skills. Available for Nintendo 64 and PlayStation.



Link Cable Colors

Go head-to-head for hours of fun with Link Cable Colors. (PS2 SW605, SRP \$9.99) Now you can take on your friends in all your favorite Game Boy Color games. Cool color combinations allow you to match your Link Cable to Game Boy Colors new style!

Back Issues

The ultimate source for hard-to-find codes.

Don't let the "resident villain" in town on the back of you before you can get the codes to take him down. Order the entire Dangerous Waters collection at the amazing price of \$200/issue.

- Issue #1 Legend has it that it still exists.
Codes for: Tekken 3, The House of the Dead, Mortal Kombat 3, House of the Dead.
- Issue #2 Codes for: Cybernetic Revolution, Evil, Aquila Warrior, Iron Storm, Virtua Fighter 2.
- Issue #3 Codes for: Road Rash, DarkStalkers, In the Hunt, Twisted Metal, Descent.
- Issue #4 Codes for: Jet Set Radio, Power Racer, Rocky Road 3, Tekken 3, Virtua Fighter 2.
- Issue #5 Sorry! We didn't publish any codes this issue, except for Dark Forces, Mortal Kombat, Jet Moto, Final Doom, Sonic 3D, Street, NFL 99, Baseball 2000.
- Issue #6 Codes for: Andrei Racing, Madden '99, Soccer Strike, Kings Field 2, NFL Blitz, Rally Cross, Area 64.
- Issue #7 Codes for: Ridge Racer, Tekken Force, Formula One, March Madness 3.
- Issue #8 Codes for: Ridge Racer, NFL Live '99, Psychic Force, Tekken, Contra, Battle Storms, and Andrei Racing.
- Issue #9 Codes for: HMM Need for Speed 3, Porsche Challenge, Grand Prix 98, Soul Blade, Ridge Racer, Tekken, Virtua Fighter 2, and Top Gear Rally.
- Issue #10 Promise you'll buy a GameShark T-shirt and all it you have this one! (Includes: Strike, Cokery Wars, Neptunia, Crostles, Last Bronx, Resident Evil, GoldenEye, Duke Nukem 64).
- Issue #11 Codes for: N64, San Francisco Rush, Wave Race 64, Mortal Kombat, NFL Live '99, Prodigy the Rapper.
- Issue #12 Codes for: Resident Evil 2, NBA In The Zone 2, Mortal Kombat 4, WDW vs. ASD, Surf Ninjas, Resident Evil.
- Issue #13 Codes for: Ridge Racer, Tekken, Gold Rush, Grand Prix, and Ridge Racer.
- Issue #14 Codes for: Grand Prix, Tekken, NFL Live '99, Ridge Racer, and Ridge Racer.
- Issue #15 Codes for: Ridge Racer, Tekken, NFL Live '99, Ridge Racer, and Ridge Racer.
- Issue #16 We're back! And look who came along for the ride: Akira, The Punisher, Mortal Kombat, World Rally Game, Ridge Racer, and Ridge Racer.
- Issue #17 Codes for: Ridge Racer, Tekken, NFL Live '99, Ridge Racer, and Ridge Racer.
- Issue #18 Codes for: Ridge Racer, Tekken, NFL Live '99, Ridge Racer, and Ridge Racer.

- See page 7 to order.
- Be sure to include the issue number you wish to receive.

GameShark Merchandise

The only place to buy official GameShark gaming merchandise.

We tried to write a theme song like Old Navy, but sharks don't sing that well. Still, here goes:

- "GameShark, GameShark—T-shirts, how do they do?"
- 100% Cotton • Choose From Two different styles •



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To purchase any of these exciting accessories, see our order form on page 7.

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RR
MUSE RACER TYPE 4

Kato's Game Review
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Syphon Filter
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From The Pros

Oddworld: Abe's Exoddus/

Concept 4 Racing Wheel
Exclusive Files Preview



Hackers Heaven

Learn How To
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